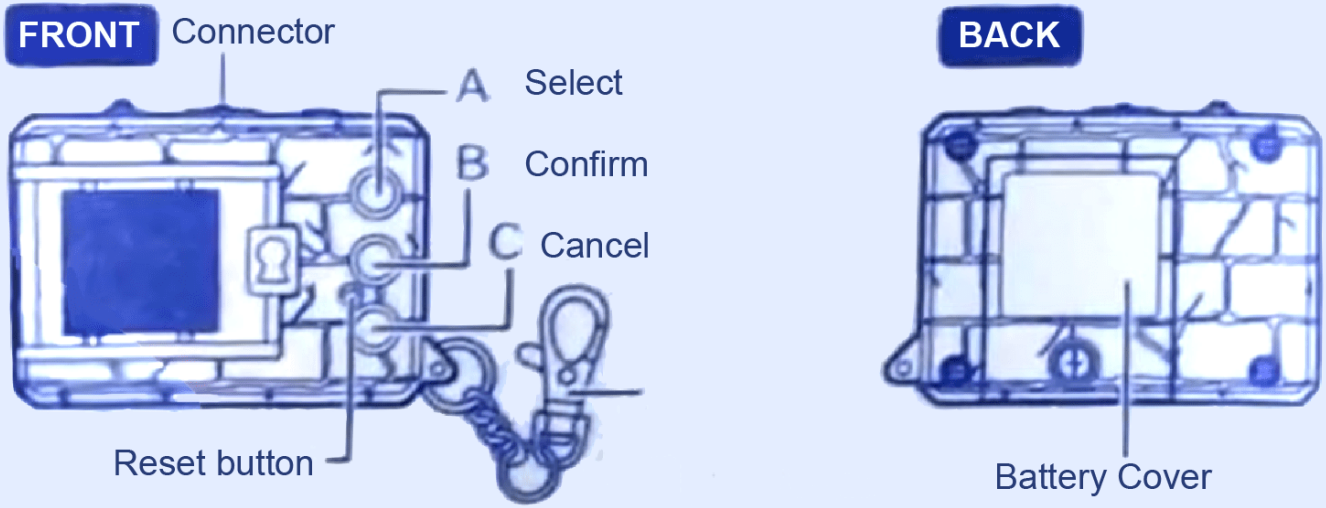
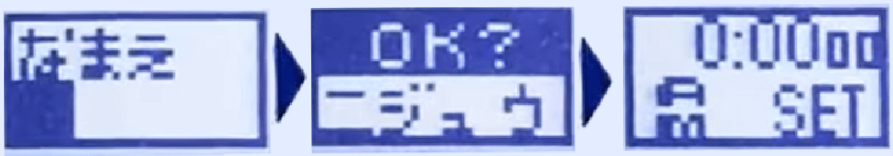
デジタルモンスター
DIGITALMONSTER ver.20th
FREE PDF DOWNLOAD
NOT FOR SALE
UPET 20TH ANNIVERSARY
ENGLISH MANUAL
Translated by Sinobali
Digi Destined Malaysia (Facebook)

I. BASIC BUTTON LAYOUT



II. TAMER NAME AND TIME

Welcome to the English manual for the 20th Anniversary Vpet, Now lets get started! Upon starting, you will be asked to input your **TAMER name**, this cannot be changed later so choose carefully. Press A to select letters and B to confirm.



After confirming a tamer name you then have to set time for clock, You can change this later by Pressing A and C at same time on Clock screen.

You can check clock by pressing B on default screen

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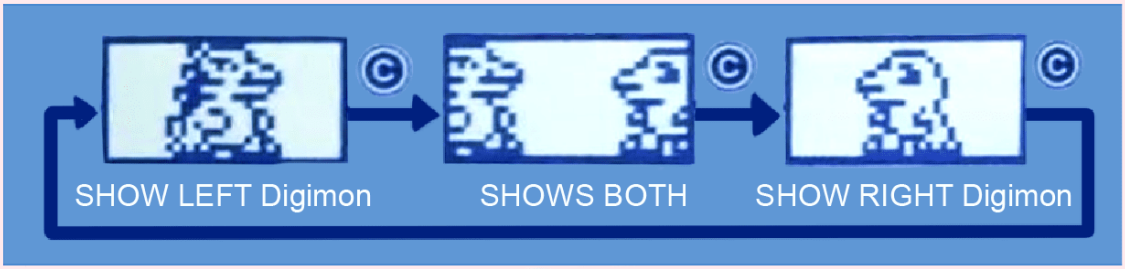
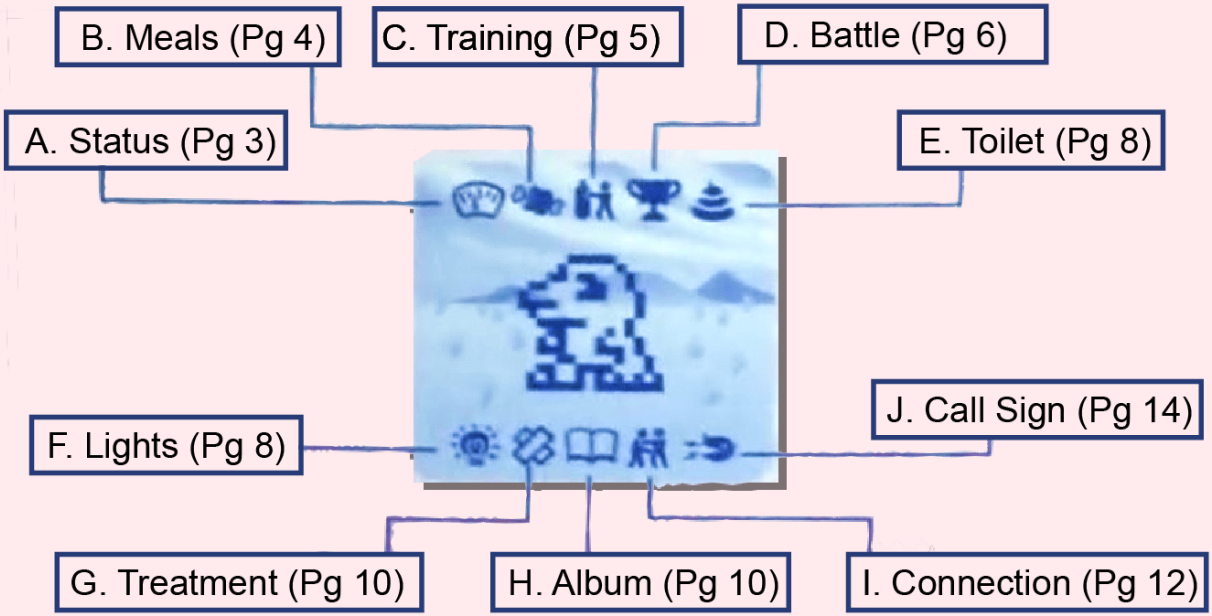
III. BASIC INFO

After setting up time, you will start with default Ver.1 Egg. After the digimon evolves into the **Child stage** (6 hours) you now have the **2nd egg** at the right screen.

Press A and B at the same time to hatch it, and then you can select any Ver.1-5 eggs from the start. More eggs will be available as you progress further



You can switch display with C button on default screen


B. Meals (Pg 4)
C. Training (Pg 5)
D. Battle (Pg 6)
A. Status (Pg 3)
E. Toilet (Pg 8)
F. Lights (Pg 8)
J. Call Sign (Pg 14)
G. Treatment (Pg 10)
H. Album (Pg 10)
I. Connection (Pg 12)

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A.STATUS

This Menu allows you to check your digimon partners status. Press A / B to scroll through the status menu. Press C to return to Default screen.

1. DIGIMON NAME

Your current Digimon partner names in japanese.

2. AGE / WEIGHT

Keep track of your digimon Age and Weight.

3. HUNGER

Number of hearts shows its satisfaction level. Once they are full, they will reject food.

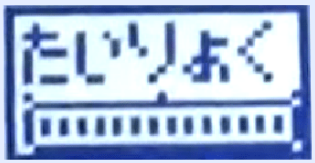
4. STRENGTH

Keep track of digimon muscle strength. Hearts shows its strength level.

5. EFFORT

This shows the amount of effort. Each heart will increase after 4 trainings.

6. STAMINA



Stamina meter for battle. You are able to battle as long as it is not empty.

7. SINGLE BATTLE WIN RATE

Shows the single battle winning percentage.

8. TAG BATTLE WIN RATE

Shows the Tag battle winning percentage.

* If you do not feed your digimon, they will starve and their strength will decrease.
* Effort meter will reset after each evolution

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B.MEALS

By selecting meal Icon, the screen will switch to the meal options.

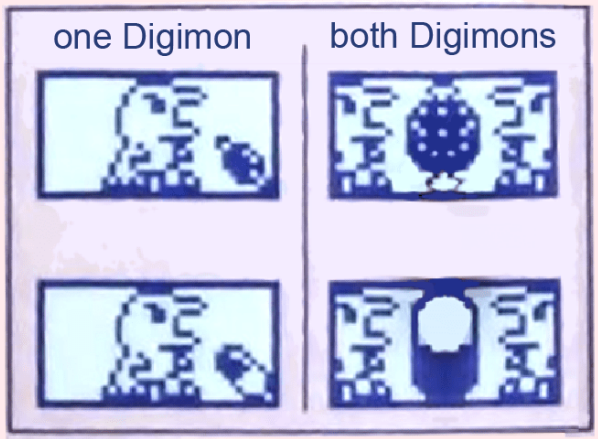
You can choose between **FOOD** or **PROTEIN** using A and confirms feeding by pressing B

FOOD

Feeding this will increase one hunger meter. Once the hunger meter is full, they will not eat anymore

PROTEIN

A quick way to fill up strength meters. Feeding 4 protein will increase stamina meters by one level.



FEEDING TWO DIGIMONS

The more they evolve, the more food they eat. In the case of feeding 2 digimons and if one of them becomes full, Only one digimon will appear on screen.

KEY POINT: Do not feed them too much protein.

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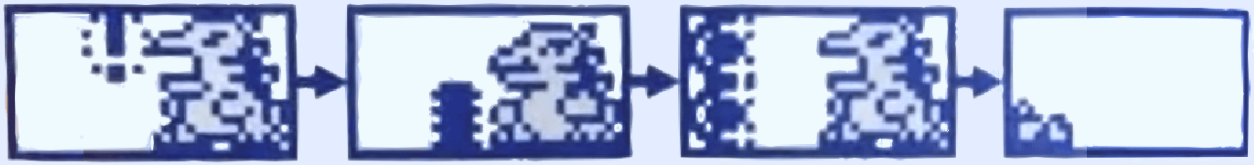
C. TRAINING

By selecting Training Icon, the screen will switch to the training options.

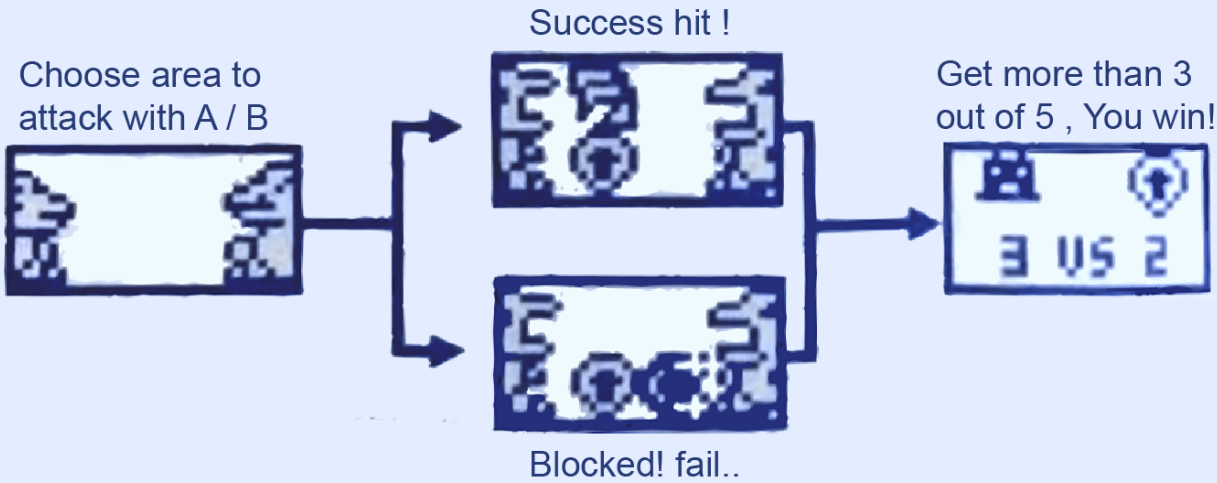
SINGLE training



One strength will increase for each wall destroyed, Half destroyed also counts. Single training will also **increase the effort** level.

TAG training

You will control the digimon on the right side.Press **A to attack on Upper area**, and **B to attack on Lower area**. Get more than 3 out of 5 to win training. Each win will increase one strength for **BOTH** digimon.



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D.BATTLE

this Menu is for in-game battle options. You can choose between **SINGLE** or **TAG** battle. Each win will **progress you to the next stage** to battle stronger digimon. Even if you lose, you can **retry** at the same stage. Each battle cost 1 stamina.

Choose Single or Tag battle.

Choose your digimon. For Tag battle you can also use one of the **Copy Stock** to battle together. **(page 13)**

You can choose to continue your last stage or restart the whole stage.

SINGLE BATTLE : 10HP

For single battle, your digimon will **start with 10HP**. Before initiating battle you have to press A repeatedly to increase power level. During battle, digimon will attack automatically.

10 HP BARS.

Wait "!" to appear | **Press A repeatedly!** | **Attack**

You will **WIN** if your opponent HP drops to 0, or you have a higher HP at the end of the 5th or 6th round.

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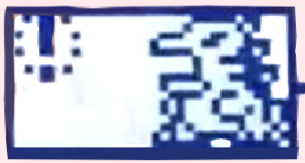
TAG BATTLE : 30HP

For Tag battle, your digimon will have a **combined HP of 30HP**. Before initiating battle you have to stop the moving meters (higher meter increase power) and then continue to press A repeatedly to increase power level. During battle, digimon will attack automatically.

SHARED HEALTH OF 30HP BARS.



The meter will start moving after **"!"** appears.

Stop the meter. Higher meter gives more power.

Continue to press A repeatedly for 3 seconds.

Start to attack!

Opponent will also attack you back!

Switch turns each time partner is attacked!

You will **WIN** if your opponent HP drops to 0, or you have a higher HP at the end of the 5th or 6th round. The battle will be a Draw if both side HP drops to 0.

KEY POINT: A certain sync in meters can result to **"Critical Attack"** that is very powerful! *Also you only 15 seconds to stop the moving meter. Or it will automatically move to the next meter.

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BATTLE RESULT

SINGLE victory

Winning battle increases Single or Tag battle win percentage. **This effects evolution process**, so be sure to win!

TAG victory

SINGLE loses

Digimon might get injured if they loses, be careful.

TAG loses

E.TOILET

If you see any poo on the screen, select the toilet menu and flush it away

Flushing poo is important, it could lead to injury if left ignored.

F.LIGHTS

You can put digimon to sleep during sleeping time at **NIGHT**

or you can let them sleep for a while during the **DAY** to take a break and **recover stamina bars.**

AWAKE
SLEEP

KEY NOTE: You can put digimon to sleep during daytime if you are busy.

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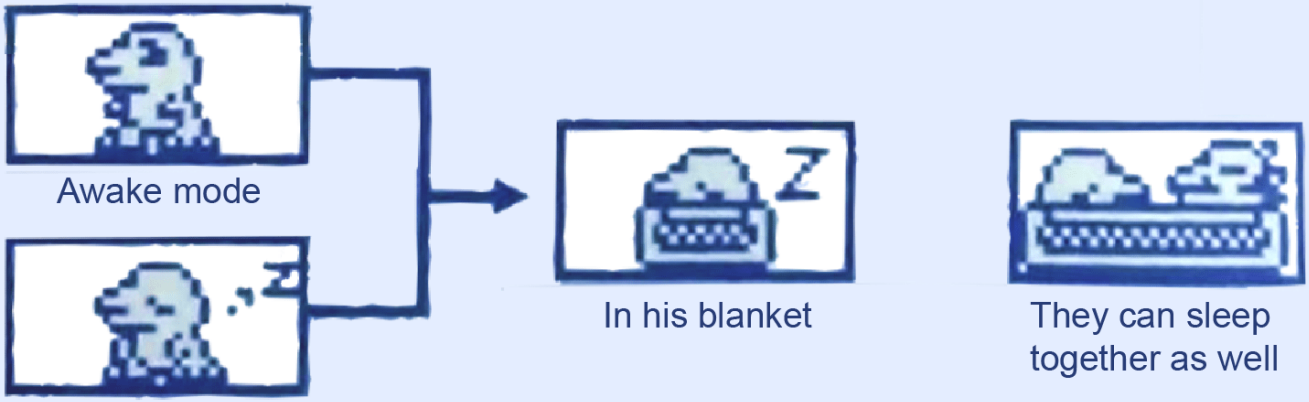
WAKING UP

You are allowed to woke up sleeping digimon for about 15 minutes to take care of them.

While sleeping..

You can wake them up to take care of their needs.

Different digimon sleeps at different time. When they are sleeping, do put them to in their blanket using the sleep menu. Digimon can also be commanded to **sleep during daytime** for **3 Hours** to **fully recover stamina** needed for battles.



Awake mode

Sleep mode

In his blanket

They can sleep together as well

REST DURING DAY

You can put your digimon to rest during daytime with the sleep menu and they will recover **10 stamina bars per hour,** and **3 Hours** to **fully recover stamina.**

KEY NOTE: Resting during daytime will slow down evolution process. If you want your digimon to evolve faster keep it awake during daytime.

*childhood stage 1 and 2 cannot recover stamina even with daytime rest.
**strength and hunger meter will not decrease while sleeping.

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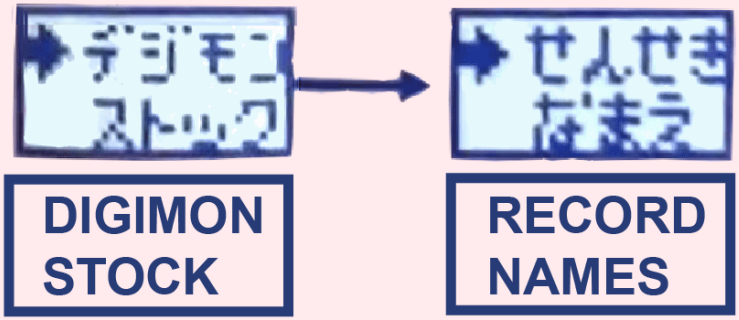
G. TREATMENT

Injury may lead to death, so select the treatment menu when a digimon is injured.Keep pressing B on the treatment menu to heal digimon.

H. ALBUM

In Album screen you can check plenty of things from the **List of digimons** you have taken care of, your current **Copied Stock Digimon**, **Tamer Battle records**, and your **Tamer name.**



DIGIMON STOCK

Option screen 1

RECORD NAMES

Option screen 2

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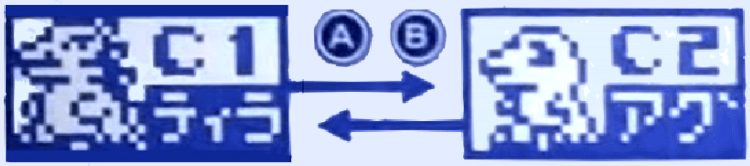
DIGIMON ALBUM

in this screen all digimon you have taken care of will appear. You can select digimon with A and press B to check its name and password. Password is used in an online competition called D-1 Grand Prix.

At the time of translating this manual, it seems you need to register to enter the online battle at ***http://digimon.net/***

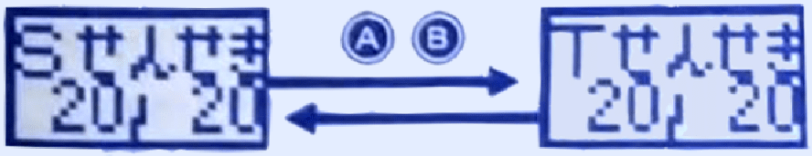
COPY STOCK DIGIMON



Copy Stock 1 Copy Stock 2

In this screen you can check the current digimon that you **copied from your friends** (page 13). You can only have 2 at a time, if you copied more than 2 you have to delete one of the existing stock.

TAMER INFO



Total SINGLE battle records

Number of victories

Total TAG battle records

Number of victories

This screen shows your tamer name that you choose at start.

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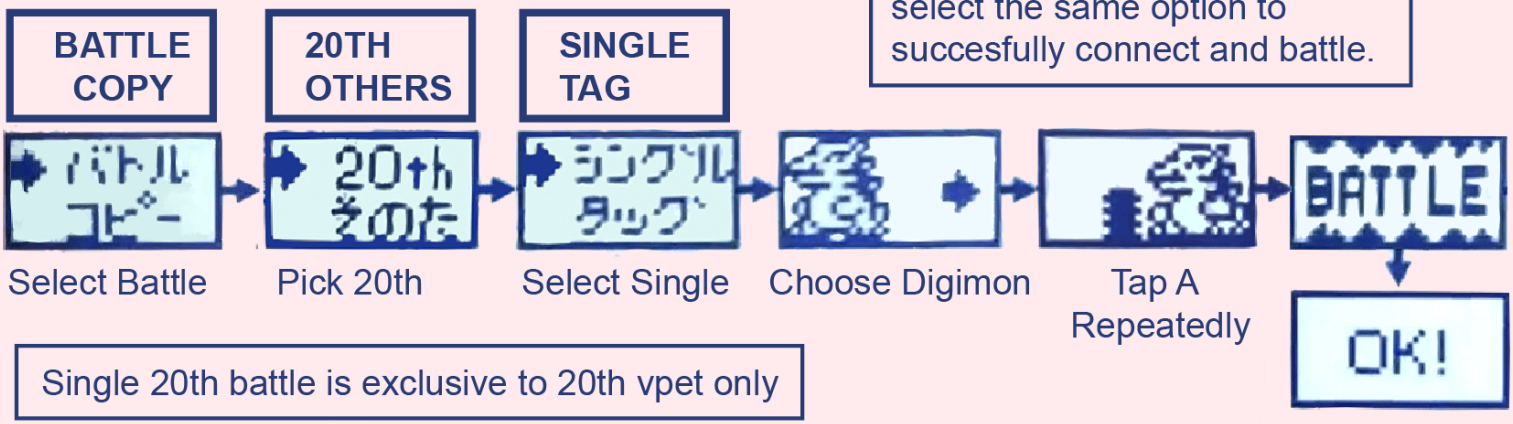
I. CONNECTION

The communication screen is used to **Battle** against any compatible devices. You could even **Copy** your friends 20th vpet digimons.

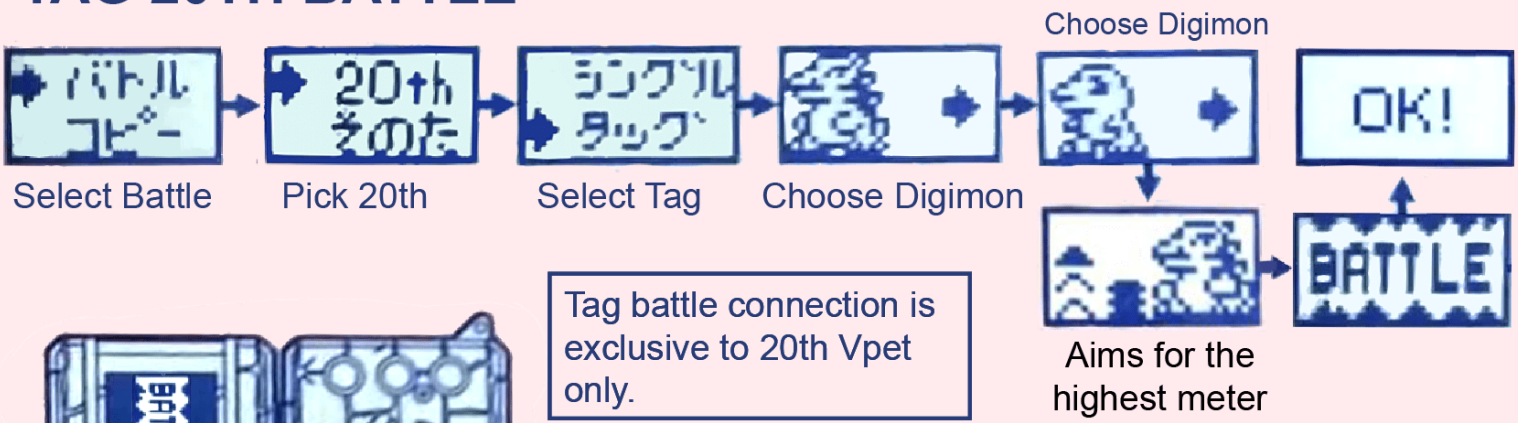
SINGLE 20TH BATTLE

Both 20th vpet players need to select the same option to succesfully connect and battle.

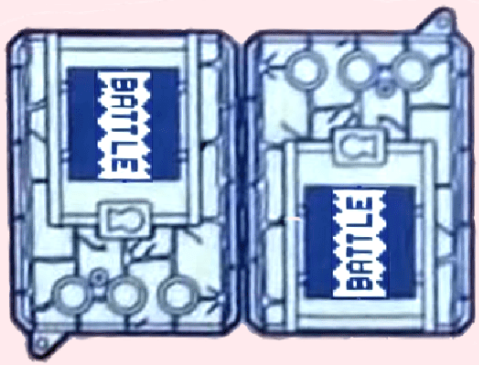


Single 20th battle is exclusive to 20th vpet only

TAG 20TH BATTLE



Tag battle connection is exclusive to 20th Vpet only.



Connect both device as shown when battle screens start.Only one player needs to press B. “Retry” will pop up if connection is loose, try again when this happen.

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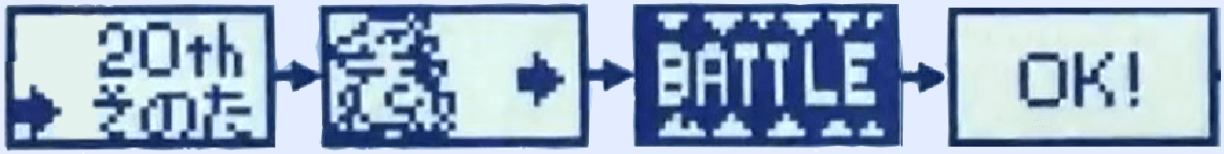
BATTLE WITH OTHERS

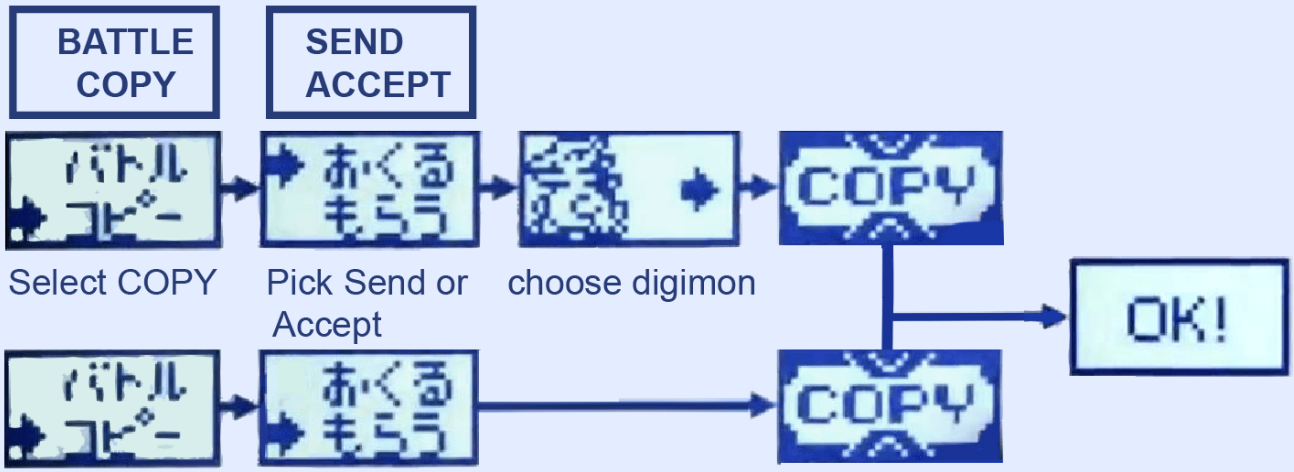
This communication option should allow you to **battle** against other older compatible devices **(a few older model might not be compatible)**. Such as 1997 vpet and 15th anniversary Digivices (except 15th D-Ark)



Select Other Choose Digimon Connect your devices and battle!

COPY 20TH DIGIMON

This exclusive features only works with another 20th device, you can copy your friends digimon and use them for in-game tag battle. But do note that copied digimon is **Slightly Weaker** than regular partner.



Select COPY Pick Send or Accept choose digimon

One player should **pick Send** and the other should **pick Accept** for this to work. Your digimon **wont dissapear when it's copied**. If you have more than 2 copied digimon already, you will have to choose which one to **replace.**

*Both battle and copy ***wont work on low battery.***

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J. CALL SIGN

This menu cannot be selected, it is to be observed. When digimon is either **Hungry,** low on **Strength** or Needs to **Sleep**. This menu will light up and your device will produce a beeping sound.

Quickly take care of your digimon when it does, Ignoring will leads to a **Care Mistake (effects evolution).** There wont be any **BEEP** when you turn off **sound**, so be extra careful.

BEEP! digimon needs care

Current digimon is satisfied.

Press A / C at the same time to Mute / Unmute

I. DEATH AND REBORN

Your digimon could die from either **Hunger**, **Battle Wounds** or through **Natural Aging**. When it does a grave will appear and you can check its **last status** by pressing A or B on the grave screen.

on grave screen, **PRESS A/B at the same time to Select a New EGG.**

*Under a certain situation, You could select an **Extra Hidden Eggs**

Digimon that Died Through Natural Aging will leave behind a new **EGG Instead of a Grave.**

Digimon Grave

Check its last status with A/B

Press A/B

Select New Egg

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2. EVOLUTION

Baby

A newborn digimon, Baby stage cant battle yet

Egg hatch in
1 Minute

Baby

Evolves to Baby ii
10 Minutes

Child

Growing stronger, can join in battles now.

Evolves to Child
6 Hours

Adult

Much more stronger with more heavy attacks.

Evolves to Adult
24 Hours

Perfect

Requires some certain/specific condition to evolves into this powerful stage.

Evolves to Perfect
36 Hours

ULTIMATE

The strongest digimon stage, with powerful attacks. Harder to evolve than the Perfect stage.

Evolves to Ultimate
48 Hours

* Evolution time **Does Not Count** when digimon is **Sleeping.**

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3. EGGS AND COMBINE

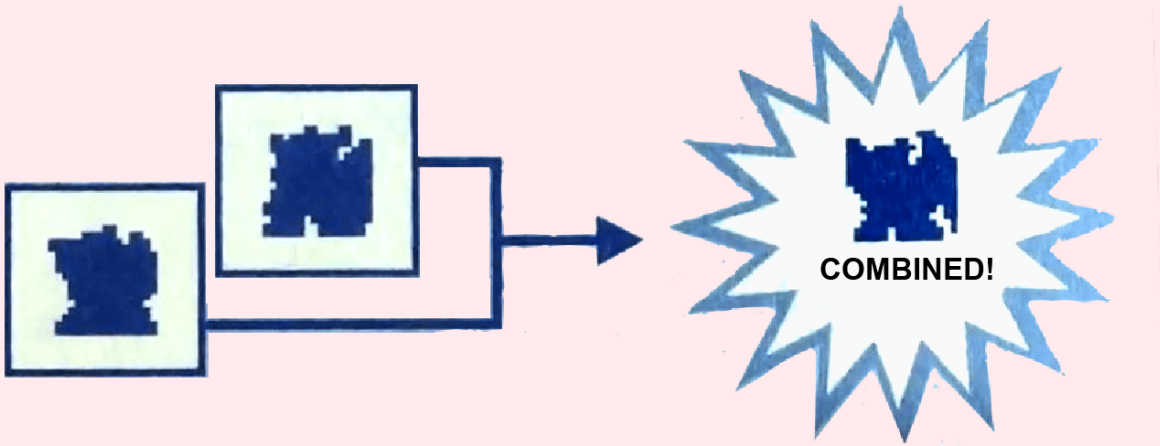
HIDDEN EGGS

Under certain condition, you can **increase** the number of special “Digi Eggs”!

Stronger digimon will be born from this special eggs. In order to get these special eggs, **Take Good Care** of them, **Fight a Lot** of battles, and **Connect** with many friends!

COMBINE DIGIMON!

This features are only for some ultimate digimons, there are certain **compatible digimon** that can combine powers and become an even stronger digimon. The key to this is to join a lot of **Tag Battles**.



*Partner can also combine with Copy Stock!

Spoiler: Picture is Slayerdramon + Breakdramon = Examon

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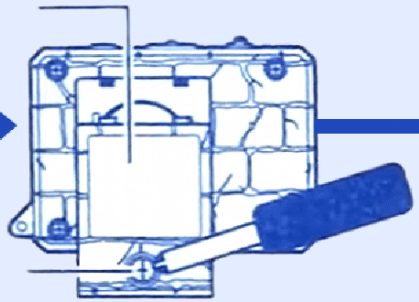
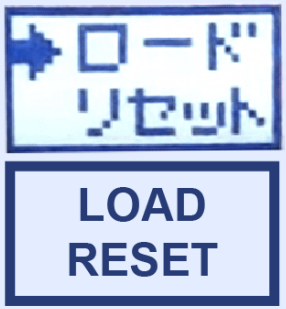
4. BATTERY AND SAVE

Vpet 20th has a **SAVE data** feature, so you dont have to worry about changing battery and losing your save file. But do be careful not to select Reset unintentionally.

This logo will appear when your battery is running low.



Change your battery with another CR2032
(Do not use CR2025 !)



Choose LOAD to **continue** your last save data.

Choosing RESET will completely **Erase** All your Save File and Start from the beginning.

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Sinobali

(based on original japan manual)

Translated by

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